

Project 109



**Coding
School**



thunkable



- ❖ Let's create a App for drawing Arts
- ❖ Add three Rows
- ❖ Add a label for Row1 there.
 - Note that for the text of the label as Paint club.
 - Give the font size as 40
 - Set the font color to white.
 - Set the position by giving the following values for the Margin of that Label.

Margin

top	bottom
50 px	0 px
left	right
0 px	0 px

- ❖ Add an image component for Row2.
 - ❖ • Set its Height as 390 and Width as 390.
 - ❖ • Add the Art.webp mentioned image for Picture in that image component.

- ❖ Add a Button for Row2.
 - Give the Id of that Button as dra_but.
 - Write it as Drawing for the text.
 - Give the font size as 20.
 - Set the text color to white.
 - To get the background color of dra_but, enter the value 588626 for Hex of background color.
 - Set Height to 35 and Width to 100 in dra_but.
 - To make the design of the border of dra_but, set the values as shown in the diagram below
 - To design the border of dra_but, set the values as shown in the diagram below.

Border

width	radius
2	5
color	
● rgba(0, 0, 0, 1) ▼	
style	
solid ▼	

- ❖ When the design of Screen1 is done, it will appear as follows.



- ❖ Add a canvas component for Screen2.
 - Set the position for the Margin of the Canvas by giving the following values.
 - To design the border of the canvas, set the values as shown in the diagram below.
 - Set as true for Touch Drawing in stage1 of the Canvas.

Margin

top	bottom
3 px	0 px
left	right
3 px	3 px

Border

width	radius
5	10

color

● rgba(0, 0, 0, 1) ▼

style

solid ▼

- ❖ Add a Row for Screen2.
 - Add a text input and a button for that row
 - Name the text input as pen_color.
 - Name the button as set_Butt.
 - Enter your pen color for the hint.
 - Give the following values for height and width of pen_color.
 - Give 15 PX for the left of the padding
 - Note SET for the text of set_Butt.
 - Give the font size as 20.
 - Set the text color to black.
 - To get the background color of set_Butt, give the value 69B11A for Hex of background color.
 - Set Height to 30 and Width to 70 in set_Butt.

Height

Relative Size (e.g. "50%") ▼

70% X

Width

Relative Size (e.g. "50%") ▼

70% X

- Set Margin of set_Butt to 5 PX for top and 5 PX for bottom.
- To make the design of the border of set_Butt, set the values as shown in the diagram below.

Border

width	radius
2	10

color

● rgba(93, 20, 28, 1) ▼

style

solid ▼

❖ Add a Label

- Note the Brush Size for the text of the label.
- Give the font size as 18.
- Set black color for Font color.
- Set Font Weight to 400.
- Set the position by giving the following values for the Margin of the Label.

Margin

top	bottom
0 px	0 px
left	right
0 px	200 px

❖ Make a Slider Component. Set its properties as follows.

Slider1

Simple Advanced

MinimumValue

0

MaximumValue

200

Value

5

Step

1

Height

Pick One: Fit contents; Fill container ▼

Fit contents ▼

Width

Relative Size (e.g. "50%") ▼

90% X

Visible

true

Margin

top	bottom
10 px	10 px
left	right
0 px	0 px

Padding

top	bottom
0 px	0 px
left	right
0 px	0 px

❖ Add two buttons for Row5.

- Name one button as new_but.
- Enter CLEAR for the text of new_but.
- Give the font size as 18.
- Set the text color to white.
- To get the background color of new_but, give the value 831A27 for Hex of background color.
- Set Height to 30 and Width to 80 in new_but
- To design the border of new_but, set the values as shown in the diagram below.



Border

width	radius
1	10

color

● rgba(0, 0, 0, 1) ▼

style

solid ▼

- Name another button as done_but.
- Note DONE for the text of done_but.
- Give the font size as 18.
- Set the text color to white.
- To get the background color of done_but give the value 171FA5 for Hex of background color.
- Set Height to 30 and Width to 80 in done_but.
- To make the design of the Border in done_but, set the values as shown in the diagram below.



Border

width	radius
1	10

color

● rgba(0, 0, 0, 1) ▼

style

solid ▼

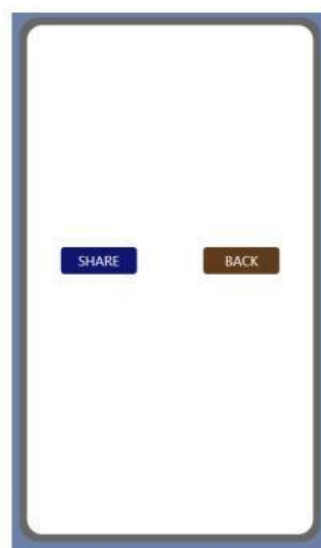
❖ Select space_around for Horizontal Alignment in Row5.

- ❖ The design of Screen2 appears as follows.



- ❖ Add an Image Components for Screen3.
 - Set its Height as 370 and Width as 250.
- ❖ Add a Row and add two buttons in it. Name one button as S_but and the other as b_but. Set their Height as 35 and Width as 100. Set the Font size as 18 and the Font color as white.
 - Give SHARE for the text of the S_but button. To get the background color, give the value 111570 for Hex of the background color.
 - Give BACK for the text of the b_but button. To get the background color, give the value 5F3B1B for Hex of the background color.
 - Select space_around for Horizontal Alignment in Row6.
- ❖ Make a Share Component.

- ❖ The design of Screen3 appears as follows.



- ❖ Prepare Code
- ❖ Let's prepare the code for Screen1.
 - Let's prepare the code to move to Screen2 when clicked on dra_but.



- ❖ Let's prepare the code for Screen2.
 - First let's add a variable as a drawing.



- When you click on Set_Butt, the color given for the pen color text_input should be selected. When you select that color, you can create patterns of your choice when you move the mouse around in the stage of the canvas.
For example, if you give the pen color text_input as red and click on the SET button, you can get the red color.



- For that, prepare the block as follows.



- ❖ When you change the value of slider1, adjust the code as follows to change the size of the brush you are drawing with.



- ❖ Let's prepare the code to clear the canvas when clicked on new_but.

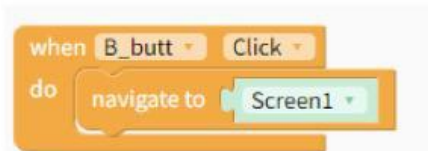


- ❖ When you click on done_but, the image of the canvas1 you are drawing should be assigned to the drawing variable. And you should move to Screen3.



- ❖ Let's prepare the code for screen3 now.

- ❖ Let's prepare the code to move to Screen1 when B_but is clicked.



- ❖ Prepare the code to display the picture assigned in the drawing variable in the image2 component when Screen3 opens.



- ❖ When you click on S_but, you can share the picture assigned in the drawing variable.

